

2 / 9

PCT/AU00/00997

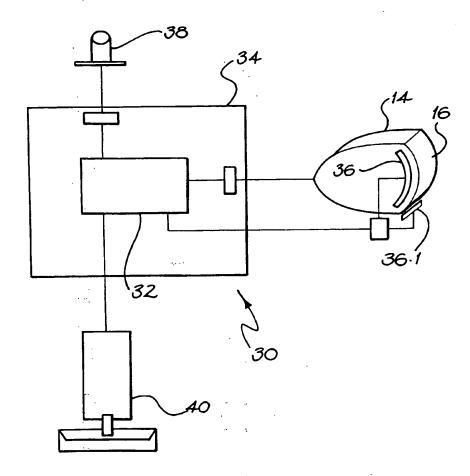
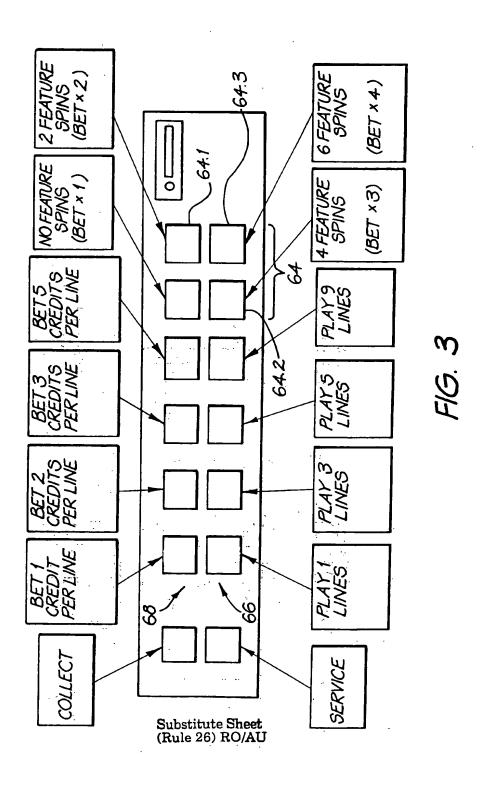


FIG. 2

Substitute Sheet (Rule 26) RO/AU 3 / 9



4/9.

PCT/AU00/00997

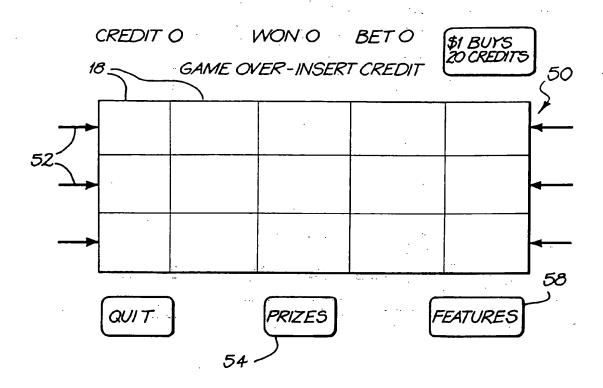
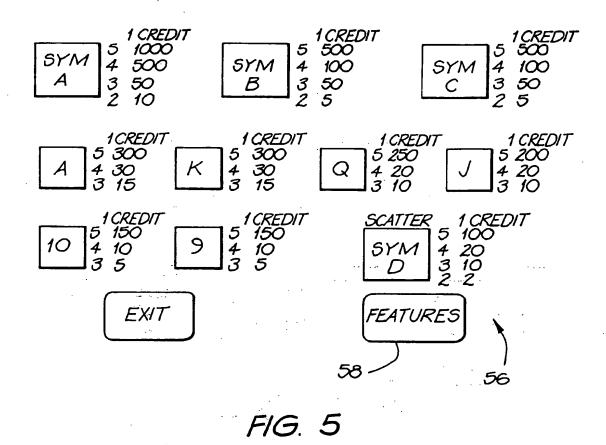


FIG. 4

Substitute Sheet (Rule 26) RO/AU

5 / 9

PCT/AU00/00997



Substitute Sheet (Rule 26) RO/AU 5/9

quadrupled. COST=2credits na of SYMD in 2057 = 10 credit substitute are Substitutes for next 5 games (x bet per line All wins with 10 free garnes. COST=2 credits remaining red. COST-5 credits All symbols pay scattered. COST=20 scatters starts Any4 of a kina re-spins the (xtotal bet) credits (x total bet 3 or more per game ær game per game by the no. of SYMA on the COST = 3 credits pays are extra credit bei win is repeated game for even (x total bet) Scatter win gives a free per game ber game Any scatter 2057 = 1 credit substitutes for all symbols. (x total bet) per game

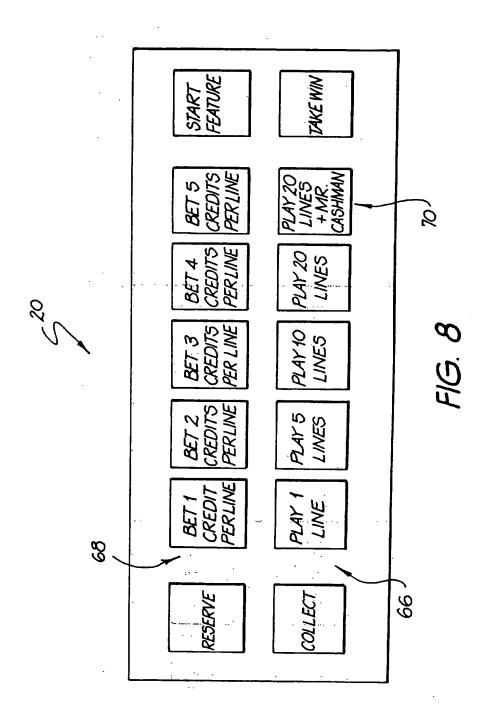
Substitute Sheet (Rule 26) RO/AU

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62 is repeated by no of SYMD in next 5 games All wins with SYM A substitute are quadrupled. substitutes for all symbols. SYN B Any4 of a kind re-Spins the remaining reel. All symbols pay scatters starts 10 free games. 3 or more scattered 6 gives 5 bonus games by the no. of SYMA on the win is repeated where all wins are doubled. pays are Iny scatter Scatter win screen. Cost is 1 credit per game for each feature selected or 5 features br 4 credits pergame substitutes for all symbols. EXIT

F1G. 7

Substitute Sheet (Rule 26) RO/AU



Substitute Sheet (Rule 26) RO/AU

PCT/AU00/00997

9 / 9

